

Net Yaroze development windows XP Virtual Machine 2022

[NetYaroze-WXP-2022.ova \(OVF 1.0\) 2.8GB](#) file of a Virtual Box image of winXP and apps related to Net Yaroze development.

For personal and non commercial use only.

It contains *free* and none free programs found online.

It's shared in the interest of historical preservation, education and continuation of a great legacy.

If your code/software is there, thank you!

- USE AT OWN RISK -

Virus check was done using the latest CD:

<http://4mlinux.blogspot.com/2013/02/antivirus-live-cd.html>

Scanned with AntivirusLiveCD-40.0-0.105.0.iso which uses <https://www.clamav.net>

NOTE: VB VM must be change to Windows XP 64bit for the correct hardware architecture for antivirus to run.

[Log is provided](#), any virus found will register as: Win.*

It found an issue with *C:\WINDOWS\system32\antiwpa.dll*

Which is the windows XP authentication work around and not a virus, removing it requires XP [authentication](#).

[Metasequoia Ver3.1.6](#) Trail version:

C:\Program Files\Metaseq3\Plugins\Select\VColor.dll: Win.Trojan.Gamehorse-9944304-0 FOUND

Which is a false positive, [see report here](#).

- USE AT OWN RISK -

**** Virtual Box ****

I recommend using VB, but the image can be used with other VM's, but untested.

This image was made in VB 6.1, which does not support 3D hardware acceleration, but it's not required.

VB 6.0 was the last to support winXP 3D acceleration.

**** VMware ****

VMware support winXP 3D acceleration, enable 3D in display setting.

For networking support, comment out line: ethernet0.virtualDev = "e1000" from .vmx file, ie:

```
#ethernet0.virtualDev = "e1000"
```

See for more info:

<https://communities.vmware.com/t5/VMware-Fusion-Discussions/no-ethernet-driver-inside-guest-Windows-XP-OS/m-p/103944/highlight/true#M110>

**** Why windows XP? ****

While it's better to use native, non emulated dev environments, working in a VM has it's benefits (single setup, portability, share-ability, etc).

Why windows XP, It's small, lean and runs very well emulated, but most importantly it can compile and compile, run and debug Net Yaroze PlayStation executables and CDROM's for development purposes.

**** Getting started ****

First boot will take a bit longer then normal, and it will decompresses mp3's into CD Audio track files.

Start eclipse, double click a project, then in Build Targets, double click run. This will build it and run it in no\$psx (a PSX emulator).

All the demos are located inside the NY-demos folder, located on the desktop.

The Windows toolbar has a NY menu on the right, this is an organized menu of shortcuts to apps and help.

Eclipse default IDE

Eclipse is setup to use CTRL Shift Z for redo, instead of the Windows CTRL Y, to change it back, look in the windows → preference and search for key, then redo, and set it to CTRL Y.

**** Problems ****

Playing midi (.mf) files in windows media player crashes VM.

Virtual Box can have issues with shared clip board, pasting may crash some apps.

Save work often!

Many things are WIP

**** Note ****

Contains version 7 of paint shop pro for TIM's but a newer and full version 8 is here:

<https://archive.org/details/jasc-paint-shop-pro-8.10>

For more detailed info see the [PDF File](#)

THINGS TO KNOW:

Using the default C:\PSX3 compiler, floats only work when compiled and linked separately AND don't use the NY math functions. Conversion between doubles, floats and ints may cause issues! :/

Using a [DIY serial FTDI playstation](#) cable works fine via Virtual Machine.

Make sure COM1 settings are:

Bits: 115200

Data: 8

Parity: None

Stop: 1

Flow control: Hardware

Fix eclipse CTRL-Click hyperlink:

<https://stackoverflow.com/questions/45292251/hyperlink-navigation-via-ctrlclick-in-eclipse-oxygen-does-not-work>

To work around the problem, you can disable everything except C/C++ usage.

Menu: Window > Preferences > General > Editors > Text Editors > Hyperlinking, then untick all except first two options (C/C++).

NEWSGROUP SEARCH TIPS:

Regex and search:

(?=.*word1)(?=.*word2)(?=.*word3)